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Printed in Japan

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SUPER BATTLETANK 2™

COMMANDERS DIRECTIVE

ABSOLUTE™

SUPER NINTENDO ENTERTAINMENT SYSTEM

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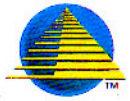

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CLASSIFIED

ALLIED ARMORED COMMAND

COMMUNIQÚE

TO: M1A2 Commanders, Mid-East Peacekeeping Forces
RE: Violation of Neutral Territory Cease-Fire

Early this morning, elements of the 24th Mechanized Infantry were engaged and overrun by combined air and ground forces attacking through territory defined as neutral in accordance with the recent cease-fire agreement. Intelligence regarding the national origin of the aggressor units is sketchy; confidence is high, however, that these units are part of a renewed offensive by our previous adversary.

Admittedly, Allied Armored Command has been caught unaware, and the results of this initial defeat will take days to reverse. It is at this desperate hour that we require the battle-tested skills of our veteran tank commanders. Operating as individual units, you are ordered to proceed into the neutral territory and begin to conduct small-scale offensive operations against any hostile forces encountered. Eliminate any strongholds that may delay the advance of the main force once it is assembled. Your sole mission is to destroy as many of the enemy as possible, for as long as possible, utilizing forward supply depots as necessary.

It is your job to stem this tide before the scope of hostilities widens. The peace and future of this region lie in your capable hands. Allied Armored Command expects that every man will do his duty.

M1A2 Main Battletank Specifications

Weight: 63 tons

Measurements: 20' long, 11.8' wide, 7.8' high

Primary Weaponry: 120mm M-68E1 smoothbore cannon, firing M-728 armor-piercing shells with an effective range of.2.5 miles.

Secondary Weaponry: High-speed Phalanx General-Purpose 7.62mm Machine Gun.

Engine: 1,500 hp gas turbine

Top Speed: 42 mph

Maximum Range at Top Fuel Capacity: 288 miles

Pre-Patrol Checklist

1. Make sure the power switch on the console of your SUPER NINTENDO ENTERTAINMENT SYSTEM® is **OFF**.
2. Insert the **SUPER BATTLETANK 2™** Game Pak as described in your Super NES manual.
3. Turn the power switch **ON**.

PASSWORDS

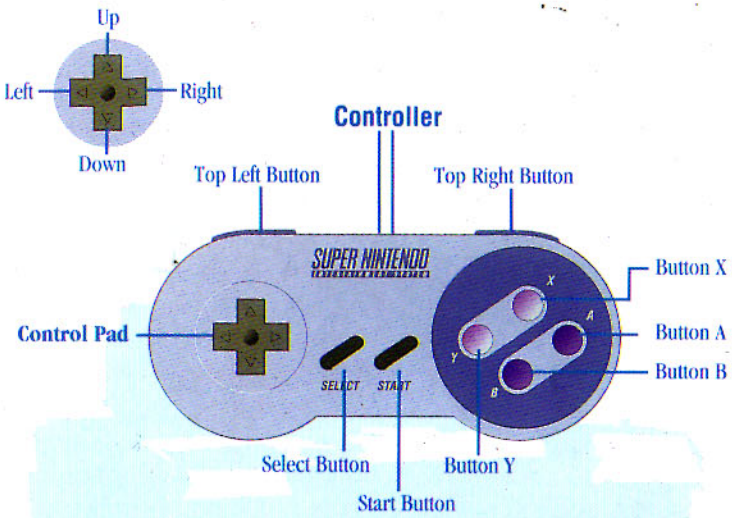
Password Entry Screen

At the end of every four missions, you will receive a password. This password should be written down; it will allow you to restart the game at any time from that point. Without the password, you will be required to start from the beginning of the game.

To enter the password, select **PASSWORD** on the Title Screen. The Password Entry Screen will then appear. Enter the password by using the **Control Pad** to move around the letter grid, and **BUTTON B** to lock in your selection. After entering the entire password, select **ENTER** on the letter grid and press **BUTTON B**. You will then resume the game from the point at which you were assigned the password.

CONTROLLING THE M1A2

Refer to the diagram below and familiarize yourself with the controls needed to operate the M1A2.



To Steer Tank: Press the **TOP RIGHT** or **TOP LEFT BUTTONS**.
To Increase Speed: Hold down **BUTTON X**.
To Decrease Speed: Hold down **BUTTON Y**.
To Reverse Direction: Hold down **BUTTON Y** when the tank is stopped.
To View Long-Range Radar Map: Press **BUTTON B**.
To Select a New Weapon: Press **SELECT**.
To Fire a Weapon: Press **BUTTON A**.
To Lower Cannon or Weapons Sight: Press **UP**.
To Raise Cannon or Weapons Sight: Press **DOWN**.
To Pause or Unpause the Game: Press **START**.

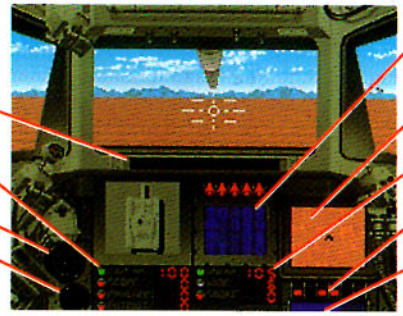
Receiving Mission Orders

Each mission assignment will give your M1A2 a number of enemy objectives that must be located and destroyed (see *Enemy Weapons and Equipment* on pages 22-23 for a complete listing of possible enemy targets).

Expect a total of 16 missions in this campaign that will increase in difficulty and vary as to time of day. The number of enemy encounters will progressively rise, and combat will become more intense. Some missions will culminate with assaults on heavily-fortified Enemy Strongholds (see page 24 for more details).

If you have previously familiarized yourself with your orders, you may bypass them by pressing **START** or **BUTTON A**.

The Cockpit Control Panel



The M1A2's driver's station provides direct access to all computerized weaponry and guidance systems. This is the primary view from which you will actively engage the enemy. An experienced commander should be intimately acquainted with all of the following instrumentation:

COM-LINK DISPLAY:
Crucial information regarding your M1A2's equipment and damage status will be relayed from your computer systems onto this display. Communications from field headquarters and your score are also displayed here.

TACTICAL RADAR MAP:
Shows enemy units in the immediate vicinity of your tank, within range of your weapons systems (see page 14 for details).

DAMAGE INDICATOR LIGHTS:
Each light registers a substantial hit that your M1A2 has sustained as a result of enemy fire. The M1A2's hull is capable of tolerating a maximum of five substantial hits. A sixth substantial hit will destroy your tank.

FRACTIONAL DAMAGE METER:
Displays mounting fractional damage that your hull sustains as a result of concentrated machine gun fire and shrapnel from enemy ordnance. When this meter is filled, the Damage Indicator Lights will be illuminated, and this meter will be unlit.

THE COCKPIT CONTROL PANEL (CONTD.)

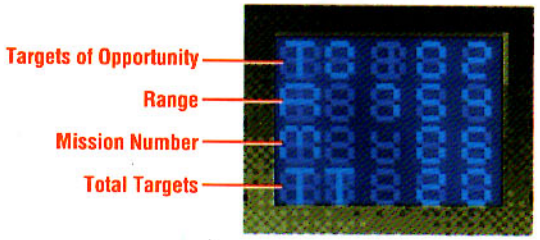
SPEEDOMETER:
Displays your speed in miles per hour. The needle will move clockwise as your speed increases, and counterclockwise as it decreases. When your tank is in reverse, the needle will move counterclockwise past the zero point.

FUEL GAUGE:
Maximum fuel capacity is designated by a fuel needle positioned all the way to the right. As fuel is burned, the needle will move counter-clockwise.

WEAPONS STATUS INDICATOR:
Indicates the condition of the weapon in use. A green light indicates that the system is fully operational. A blinking green light denotes a reloading or overheated weapons system. A red light on this display indicates that the system is not operational (i.e., is overheated or out of ammunition).

WEAPONS SHOTS REMAINING:
The amount of ammunition available for a particular weapon.

The Cockpit Computer Display



The Cockpit Computer Display (CCD) contains a variety of crucial information regarding the position and number of enemy units (termed "Targets of Opportunity") during the mission. This information will change as you begin to accomplish mission objectives.

TARGETS OF OPPORTUNITY (TO):
This is the number of enemy units still active and in operation in your Area of Operations (A.O.; defined as the area visible on the Long-Range Radar Map—see page 12).

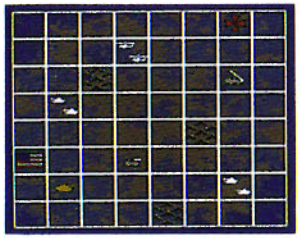
RANGE (R):
The distance (in meters) of a sighted enemy from your tank. This information can only be provided when a weapons system has acquired either a kinetic or stationary T.O.

MISSION NUMBER (M):
The number of the mission in which you are currently engaged; ranging between 1 and 16.

TOTAL TARGETS REMAINING (TT):
The number of enemy units in operation within striking distance of your M1A2's weapons systems, and visible on your Tactical Radar Map (see page 14).

THE RADAR MAPS

The Long-Range Radar Map



Information from the state-of-the-art NavStar navigational satellite will be downloaded onto the Long-Range Radar Map. This system enables you to quickly locate all enemy targets (kinetic or stationary, ground-based or airborne), mine fields and Allied bases in your current A.O., and to direct your tank toward them.

To Access the Long-Range Radar Map:

- Press **BUTTON B**

The blinking tank on the Long-Range Radar Map represents your M1A2. You may steer your M1A2 on this map using the **TOP RIGHT** and **TOP LEFT BUTTONS.**

Remember: Though calling up the Long-Range Radar Map replaces the Cockpit Control Screen, it DOES NOT PAUSE THE GAME; your M1A2 will still sustain battle damage. The enemy's radar and tracking systems will be able to pick you up once you enter their sector, so be ready for immediate combat.

When an enemy unit has been neutralized, it will no longer appear on the Long-Range Radar Map.

LONG-RANGE RADAR MAP ICONS

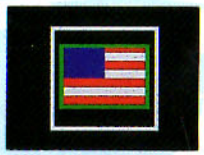
Soviet Mi-24 Helicopter

SCUD Missile Launcher

Enemy Stronghold

Anti-tank Mine Fields

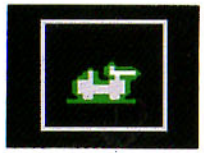
Armored Assault Helicopter



Allied Supply Depot

Halftrack

Soviet T-72 Tank

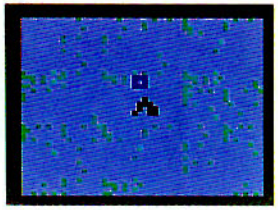


Armored Jeep

See *Enemy Weapons and Equipment* on pages 22-23 for more details.

THE RADAR MAPS (CONTD.)

The Tactical Radar Map



The location of enemy units within range of your M1A2's weapons systems appear on Tactical Radar Map.

These enemies will appear as either land-based (green) or airborne (blue) enemy icons. Your tank will always appear in the center of this map, and will be represented by an open triangle icon (the point of this triangle will represent the front of your M1A2).

Your M1A2 will likewise be within range of the ordnance of any enemies appearing on this map.

Once an enemy unit has been neutralized, it will no longer appear on the Tactical Radar Map. Mine fields and enemy fortifications do not appear on this map.

WEAPONS AND DEFENSE SYSTEMS

The M1A2 is armed with four types of the most sophisticated weapons and defense systems ever developed:

OFFENSIVE WEAPONS SYSTEMS

- **7.62mm Machine Gun**
- **Phalanx High-Speed Machine Gun**
- **120mm Cannon**
- **Laser-Guided Missiles**
- **Night Vision Scope**

DEFENSE SYSTEMS

- **Smoke Screens**
- **Air Support**
- **PATRIOT Air Defense Missiles**

To Choose a Weapons or Defense System:

- Press **SELECT** to cycle through available weapons systems (the Weapons Status Indicator Light will appear next to the system you have selected).

To Fire or Activate a Selected Weapons or Defense System:

- Press **BUTTON A** to fire or engage the system you have selected.

The Weapons and Defense System Status Indicator Lights— Provide immediate feedback on weapons conditions.

Green Light—Indicates that a system is ready to be fired.

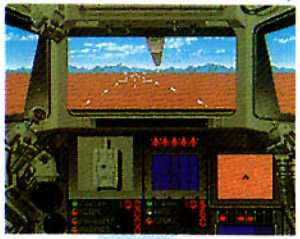
Blinking Green Light—Indicates that the round is being reloaded, or the the machine gun has overheated.

Red Light—Indicates a system that is damaged or out of ammunition (the amount of ammunition you are issued varies from mission to mission). Ammunition can be replenished at Allied Supply Depots (see page 21 for more details).

Weapons and Defense Systems (Contd.)

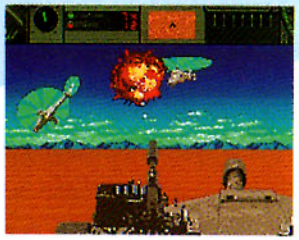
Offensive Weapons Systems

7.62mm Machine Gun



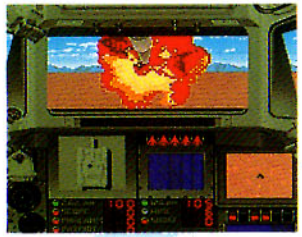
Effective against all targets, this general-purpose gun augments the M1A2's armament load by providing a strong second line of defense. Useful against air attacks, this weapon is best held in reserve for when 120mm cannon ammunition runs low. Also useful against anti-tank mines, it is best used in short, punctuated bursts. Prolonged firing will inevitably result in an overheated weapon.

Phalanx High-Speed Machine Gun



This powerful machine gun has limited ammunition and is also best used in short, punctuated bursts. Firing a high volume of ordnance into a concentrated area, it is quite effective against armor. The Phalanx is the gun that you will use in the top-turret mode against ambushes. It is also prone to overheating if fired for prolonged periods.

120mm Cannon



In all missions, your M1A2's main ammunition allotment will be for the 120mm cannon. The cannon must be carefully aimed to maximize a shot's effectiveness. Make the proper adjustments based on your distance from an enemy target. For a shot to travel longer distances, the gun should be raised; aim lower for closer targets. Careful attention must be paid to gunnery as it is important not to waste valuable rounds by firing them over the top of rapidly-closing enemy T-72s.

Laser-Guided Missiles

A limited number of your M1A2's magazine is devoted to Laser-Guided Missiles (LGMs). When this weapon's sight is aligned with a T.O., it will begin to flash, signifying that it has locked onto its target. LGMs are particularly effective against helicopter attacks.

Night Vision Scope

The Night Vision Scope is available for limited periods during nighttime combat. Each activation lasts 30 seconds (viewing the Long-Range Radar Map pauses this timer). A Smoke Screen cannot be discharged while the Night Vision Scope is in use.

Weapons and Defense Systems (Contd.)

Defensive Weapons Systems

Smoke Screen

Smoke screens provide excellent defensive cover, and are especially effective when combatting multiple enemies. This smoke serves to cloak your tank from view, eliminating the possibility of direct enemy fire. As a result, enemy units will cease fire entirely (except those entrenched in Enemy Strongholds). Experienced tank commanders use this respite from enemy attack to move their weapon sight around the screen until the range light on their instrument panel is illuminated. This will indicate that an enemy target is within range and may be fired upon with accuracy.

Commander's Advisory:

Selecting the smoke screen will de-select other offensive weapon options. Be sure to re-select an offensive weapon after the smoke has been discharged so that you may resume offensive operations.

Air Support

In the event that your tank is overwhelmed by enemies, you can call in air support from nearby F-15 squadrons. These squadrons will immediately appear and obliterate any enemies in your immediate vicinity. Due to the number of offensive operations being conducted in this theater simultaneously, you are limited to five air support calls over the course of a 16-mission campaign.

To Call in Air Support:

- Press and hold **SELECT** for THREE SECONDS, and then press **BUTTON A**.

Weapons and Defense Systems (Contd.)

PATRIOT Air Defense Missiles

During the course of any mission, you may receive a message on your Com-Link Display that an enemy SCUD launch is imminent. SCUDs often target Allied Supply Depots (see page 21), and will destroy them if they are not intercepted. While PATRIOT missiles are a reliable defense against SCUDs, they require a second radar contact of the SCUD to triangulate their guidance system. Your M1A2 can send this signal when it is positioned in the same quadrant as the SCUD missile icon on the Long-Range Radar Map.

To Complete PATRIOT Guidance Triangulation and for Signal Launch:

- Select the PATRIOT by cycling through your weapons systems pressing **SELECT.**
- Position your tank in the same quadrant as the SCUD missile icon on the Long-Range Radar Map.
- Signal the PATRIOT crew to launch their ordnance by pressing **BUTTON A**.

Allied Supply Depots

Represented by a United States Flag on the Long-Range Radar Map, these areas are an oasis in the harsh, supply-restrictive desert combat environment. A depot can only be entered if it appears on the Cockpit Control Screen, so get as close to it as possible on the Long-Range Radar Map.

Due to conservation mandates from high command, an M1A2 is permitted only one visit per depot during the course of a mission. Depots that have already been visited will disappear from the Long-Range Radar Map. The number of depots available will vary from mission to mission.

Stop at Allied Supply Depots to:

- Repair all hull damage
- Completely replenish fuel supply
- Restock ammunition (supply restrictions may limit the quantity of ammunition available for certain weapons systems)

You must wait for a completion message to appear on the Depot Screen before exiting a base. After this message appears, press **START** or **BUTTON A** to resume your mission.

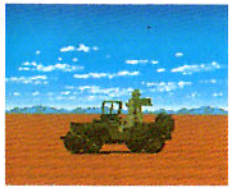
Enemy Weapons and Equipment

Soviet-made T-72 Tank:
The enemy's main battle weapon, the T-72 and its variants, is the M1A2 commander's most common foe. Quick and manueverable, they are most dangerous to the M1A2 when attacking en masse.

Soviet-made SCUD Missile Launcher:
While their missiles are capable of wreaking havoc, SCUD missile launchers are slow, clumsy, and extremely vulnerable to Allied ordnance. They are sometimes guarded by T-72s and Mi-24 HINDs.

Anti-tank Mines:
Though the enemy deploys these anti-tank mines more as a nuisance than a threat, the unwary M1A2 commander who blunders into their path is in great danger. Easily visible on the ground, they can be neutralized with machine gun fire.

Soviet-made Mi-24 HIND Helicopter:
Fast and heavily armed, these tank killers can swoop down and unleash a withering barrage of missiles and 20mm cannon fire. They are difficult to target and best attacked with LGMs or the Phalanx machine gun.



Armored Jeeps:
Though fast and effective against infantry moving in the open, armored jeeps are easy prey for the M1A2. One well-aimed shot of the 120mm gun will obliterate them.

Halftracks:
While it is obsolete on the modern battlefield, the outmoded halftrack has been utilized very effectively by the enemy. Though heavily armored, they are under-gunned and primarily serve more as troop transports than offensive vehicles.

Armored Assault Choppers:
These are the most dangerous threat from the sky that an M1A2 will face. The strength of their frame and the power of their dual rotors combine to make an awesome weapons platform. They are heavily armed and armored, and not easily brought down.

ENEMY STRONGHOLDS

Fortified Enemy Strongholds

Reliable intelligence from forward observation teams have indicated the existence of several heavily-fortified enemy strongholds. It is likely that the approaches to these redoubts are heavily defended by crack enemy units and high-quality equipment.

These areas are also known to be defended by large concentrations of enemy armor and attack helicopters.

After you have successfully completed the initial stages of your mission, you will receive a message on your Com-Link Display to begin your assault on the main enemy stronghold in your A.O. A flashing icon will reveal the location of the stronghold on your Long-Range Radar Map after you have received this message from high command. The message and the icon will appear only after all other enemy units in your area of operations have been neutralized.

To neutralize the forces of an enemy stronghold, you must knock out the areas from which enemy fire originates—aim for the flashes of their guns. Use any means at your disposal to eliminate all resistance at these strongholds. Continue your assault until all enemy fire ceases. Keep firing at that point until the emplacement erupts into a pillar of smoke.

Stronghold Assault Strategy

- Save at least one Supply Depot visit for just before your final assault. This will ensure you have no hull damage and plenty of ammunition for the final attack.
- Use a smoke screen to temporarily conceal your tank. This will drastically reduce the accuracy of enemy fire, while the flashes of their guns will remain visible for your targeting.

BATTLE LOG

BATTLE LOG

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